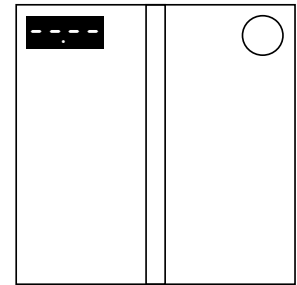


## On the Subject of Color Pong

*Finally they added colors to that old game.*

The module represents your half of a ping pong table. On the position of the statuslight is a ping pong ball. To solve the module, press either the left or the right side depending on the color the ball will be displaying.



Pressing either side of the table will start a new set and start the timer in the top left. For any presses afterwards, follow the condition corresponding to the **previous** ball color.

|               |   |
|---------------|---|
| <b>Red</b>    | Press left.   |
| <b>Orange</b> | Press the same direction as the last press.                             |
| <b>Green</b>  | Press right.  |
| <b>Cyan</b>   | Press nothing.  |
| <b>Blue</b>   | Press the same direction as the first press of this set.                |
| <b>Purple</b> | Press the opposite direction as the last press.                         |
| <b>Pink</b>   | Press either direction.   |
| <b>Grey</b>   | Follow the condition corresponding to the first ball color of this set. |

Of course, not everyone is the same:

- If there is an L in the serial number, you are left handed. The rules for red and green are swapped.
- If there are more than 5 batteries, your opponent will sometimes hit the ball too hard. If the **current** ball color is the same as the first ball color of the set, they overshoot and you should let the ball pass.

When you do not return a ball or reply incorrectly, the set will end. The latter will also incur a strike. The module will solve after 10 correct replies.